
Subject: modded .ddb file without ssaow

Posted by [sycar](#) on Tue, 04 Jul 2006 22:53:11 GMT

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hi im a little puzzled about this,

from my recent tests it would show im not able to make any serverside changes on my server using just the .ddb presets in level edit if i dont have ssaow installed. otherwise im just given a mismatch error.

Any ideas if this is normal or how to avoid it?

thanks buffymaniack

Subject: Re: modded .ddb file without ssaow

Posted by [Kamuix](#) on Wed, 05 Jul 2006 06:11:49 GMT

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I had to read the sentance i few times to understand, the way you put that kind of confused me, you know its probably because i am just slow and *****Stupid.

I don't see why you would get a Mismatch error. What kind of serverside changes are you trying to make.

Subject: Re: modded .ddb file without ssaow

Posted by [Whitedragon](#) on Wed, 05 Jul 2006 08:26:53 GMT

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Putting a modified object.ddb on the server will cause the zero bug and mismatch errors. Using SSAOW is the only way to avoid this, unless you can compile your own scripts.dll to change the objects file extension.

Subject: Re: modded .ddb file without ssaow

Posted by [sycar](#) on Wed, 05 Jul 2006 23:46:30 GMT

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thanks for your help whitedragon. followed your advice and thats what i done, re-compiled the scripts.dll to allow a different extension for the objects file.

Thanks buffymaniack

Subject: Re: modded .ddb file without ssaow

Posted by [Kamuix](#) on Thu, 06 Jul 2006 00:02:28 GMT

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No you didn't

Subject: Re: modded .ddb file without ssaow

Posted by [sycar](#) on Thu, 06 Jul 2006 10:21:36 GMT

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i bloody well did, hop over to the SilverBullet Servers. You'll see SS mods and no ssaow!

so dont go telling me what i did and what i didnt!
